

“PERFECT ESCAPE: PART ONE”

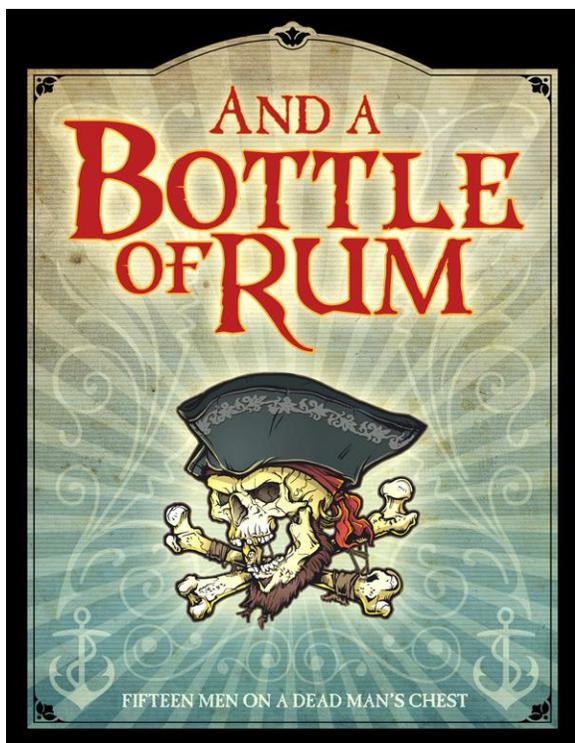
“AND A BOTTLE OF RUM!”

You may have seen the *Captain Morgan’s Spiced Rum* commercials but if you haven’t check this one out. It’s a story in itself. While watching it (and playing the Captain Morgan’s / PTI drinking game) I thought it would be a great scenario.

So here’s the link...

<http://www.youtube.com/user/CaptainMorgan/featured?v=ctrUY4CWocY>

... and here’s the scenario. You can play it with Chain Reaction 3.0 with little adapting or with the upcoming “*And a Bottle of Rum!*”



Look for it by month’s end!

THE PLAYERS

Captain Morgan: Star -Rep 6 - two pistols.

Master Gunner: Grunt - Rep 5 - Specialist

The Prisoner: Grunt - Rep 4 - unarmed.

Captain of the Guard: Grunt - Rep 4 - Pistol and Sword – Mounted on horse.

The Guard: 11 Grunts – Rep 3 – Pistol and Sword – Mounted on horse.

THE CHALLENGES

Captain Morgan has devised an elaborate plan to help the Prisoner escape. This is done by successfully performing a list of Challenges culminating with the escape. Here’s how we do it:

- Start with the first Challenge then go down in order until all have been successfully accomplished.
- Challenges will be taken by different characters.
- Use the Challenge mechanic found in CR 3.0 and reproduced here.

2	CHALLENGE TEST
	<i>(Taken vs. Rep)</i>
	<i>A score of “6” is always a failure</i>

CIRCUMSTANCE	MODIFIER TO REP
Challenge is very easy	+1
Challenge is very difficult	-1

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails and suffers consequences.

RECOVER FROM KNOCK DOWN

You’ll need this too!

2	RECOVER FROM KNOCK DOWN
	<i>(Taken vs. Rep)</i>
	<i>A score of “6” is always a failure</i>

# D6 PASSED	RESULT
2	Stunned! Forfeit one turn of Activation.
1	Out of the Fight! Game over for you!
0	Obviously Dead! Self-explanatory.

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“X” MARKS THE SPOT!

The **Captain** has a plan to help the Prisoner escape. But first he must climb the ladder and paint an “X” on the outside of the prison cell holding the Prisoner.

# D6 PASSED	RESULT
2	Character succeeds. Paints the “X” on the spot and slides down the ladder.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails. Master Gunner counts as a Rep 4 on next Challenge.

FIRE!

The **Master Gunner** must aim and fire the cannon, hitting the “X”, and making a hole in the wall that the Prisoner can escape through.

# D6 PASSED	RESULT
2	Character succeeds. A large hole is blown into the side of the prison cell.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails. The shot hits to the left (1-3) or right (4-6) of the “X”. If to the left the Prisoner cannot escape, if to the right he is hit by debris. Take a Recover From Knock Down Test .

JUMP!

The **Prisoner** must leap from the prison and onto a wagon filled with hay driven by Captain Morgan.

# D6 PASSED	RESULT
2	Character succeeds. Prisoner lands on the hay and the Captain races off.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails. Character hits the side of the wagon with his head. Count -1 to Rep the remainder of the game.

EE-YAH!

Captain Morgan must race through the streets of Port Royale, down an alley and give the pursuing Guards the slip.

# D6 PASSED	RESULT
2	Character succeeds. The Captain reaches an alley and leaves the wagon there, blocking the pursuers. He and the Prisoner make their way to the top of the roof.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails. The wagon tips over spilling the Captain and Prisoner onto the street. The duo can attempt to fight off 6+1/2d Guards. If successful they have given them the slip but are trapped in the town.

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JUMP! PART TWO

Captain Morgan and the *Prisoner* must leap across the alley onto an adjoining roof top.

# D6 PASSED	RESULT
2	Character succeeds. The character lands safely on the other side and make it along the roof toward the church.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails. The character fails and falls to the street below. Take a Recover From Knock Down Test with only 1d6. Note that if the Prisoner fails the Captain can re-take the test as a very Difficult Challenge and pull the Prisoner onto the roof.

FIRE! PART TWO

The *Master Gunner* must aim and fire the cannon, hitting church with the harpoon.

# D6 PASSED	RESULT
2	Character succeeds. The harpoon strikes home and the rope is now secure.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails. The shot hits short or long. If long the Captain and Prisoner are stuck in Port Royale. If short the Prisoner gets hit by the harpoon and is Obviously Dead.

TO THE SHIP!

Captain Morgan and the *Prisoner* must slide down the rope to the ship waiting below.

# D6 PASSED	RESULT
2	Character succeeds. The character slides into the net and is safe aboard the ship.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails. The character slips off and plunges into the sea. There is a chance (1-3) that the Pirates can send a boat and retrieve him before the Guard arrives in a boat (4-6) to capture him.

BONUS DICE

Okay, this is pretty much a dice game trying not to roll a “6” which is an auto-failure. So to make it more interesting we give you 6 Bonus Dice, one for each point of Rep for Captain Morgan. Use them anytime you want, rolling them *after* you have taken a Challenge to change the result. Heck, you can even roll multiple dice, one at time until you get what you want.

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WHAT HAPPENS NOW?

After you have finished the Challenge read what has happened based on the number of Bonus Dice you have left.

# D6 LEFT	RESULT
6	You have succeeded and set sail using the treasure map! You can also add any unused Bonus Dice in the next adventure ⁽¹⁾ .
5	You have succeeded and set sail using the treasure map! You can also add 3 unused Bonus Dice in the next adventure ⁽¹⁾ .
4	You have succeeded and set sail using the treasure map! You can also add 1 unused Bonus Die in the next adventure ⁽¹⁾ .
3	You have succeeded and recovered the treasure map but there's a Warship entering the mouth of the harbor. Use your favorite wooden ship rules or wait until “ <i>And a Bottle of Rum!</i> ” is released.
2	You made it but will suffer consequences in the next adventure ⁽¹⁾ .
1	You made it but the <i>real</i> prisoner was transferred two days ago. This fellow doesn't have a treasure map on his back!

(1) The commercial you see now is the first of a three part commercial. As the next ones are released so will the next adventures follow.

LIKE THE ADVENTURE?

Pirates, it's not just a military skirmish game but more about adventure. As you can see, “*And a Bottle of Rum!*” allows you to have this type of adventure.

If you liked this little adventure you'll love “*And a Bottle of Rum!*”

Watch for it at the end of the month.